```
VSThread
     + VSThread()
     + ~VSThread()
     + start()
     + join()
     + run()
     + init()
           Λ
       SocketSet
+ SocketSet()
+ ~SocketSet()
+ addDownloadManager()
+ addDownloadManager()
+ set()
+ unset()
+ wait()
+ add_pending()
+ rem_pending()
+ waste_time()
+ run()
+ wakeup()
+ predestroy()
             # set
   VsnetSocketBase
 #
   fd
 + VsnetSocketBase()
 + ~VsnetSocketBase()
 + valid()
 + get_fd()
 + close_fd()
 + get_socktype()
 + set_block()
 + set_nonblock()
 + get_nonblock()
 + isActive()
 and 9 more...
 # child_disconnect()
            Λ
   VsnetHTTPSocket
+ VsnetHTTPSocket()
  VsnetHTTPSocket()
+ lower_selected()
+ lower_sendbuf()
+ lower_
        _clean_sendbuf()
+ sendstr()
  recvstr()
+ need_test_writable()
+ write_on_negative()
+ optPayloadSize()
+ isActive()
+ resendData()
  reopenConnection()
+ isReadyToSend()
+ dump()
```